SCORE ME

A total sport scoring solution

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Introduction & Problem Statement

Current Challenges:

- Manual processes for scoring and match stats.

- Lack of real-time score visibility for spectators.

- Limited flexibility in modifying game rules for tournaments.

- Inefficient tournament management tools.

- No history recorded.

- Existing ones are not available for public usage

Impact:

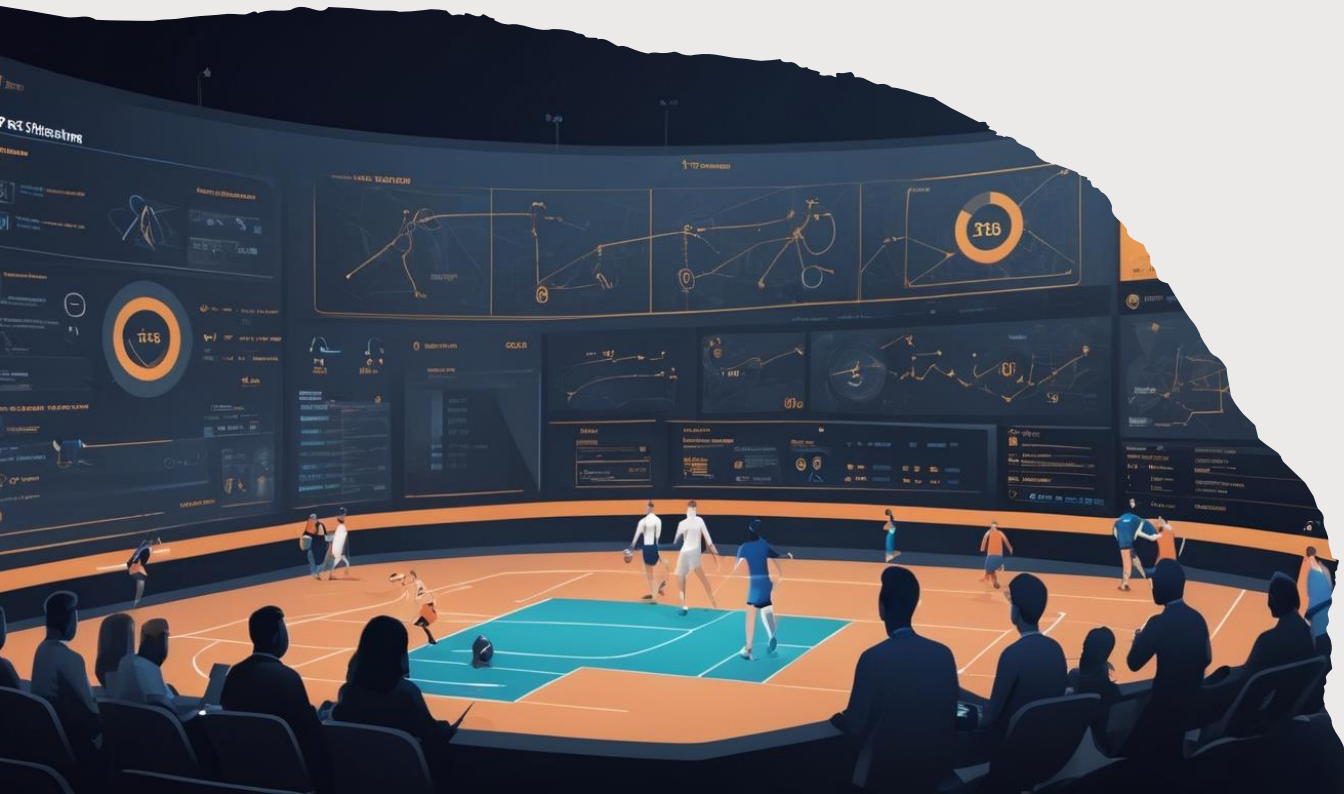- Time-consuming, error-prone, and limited engagement.

Proposed Solution 'SCORE ME'

Our Solution:

- An all-in-one sports scoring and management application.

- Designed for
  - Match officials
  - Organizers
  - Spectators.

Goals:

- Simplify scoring.

- Provide real-time updates.

- Offer flexibility in game rules and tournament structures.

- History tracking

Features and Capabilities

- Multi-Sport Support:
  - Designed for all sports, with customizable rules.

- Customizable Game Rules:
  - Tailor rules for specific tournaments (e.g., cricket wide-ball penalties).

- Real-Time Spectator Updates:
  - Live scores accessible via mobile/web during matches.

- Tournament Organization:
  - Create and manage structures like round-robin or knockout.

- Revenue Generation:
  - In-app ads and ad-free subscription options.

Technical Implementation

- Platforms: Mobile and Web.
- Technology Stack:
  - Frontend: React Native (JavaScript)
  - Backend: .NET (C#)
  - Database: SQL
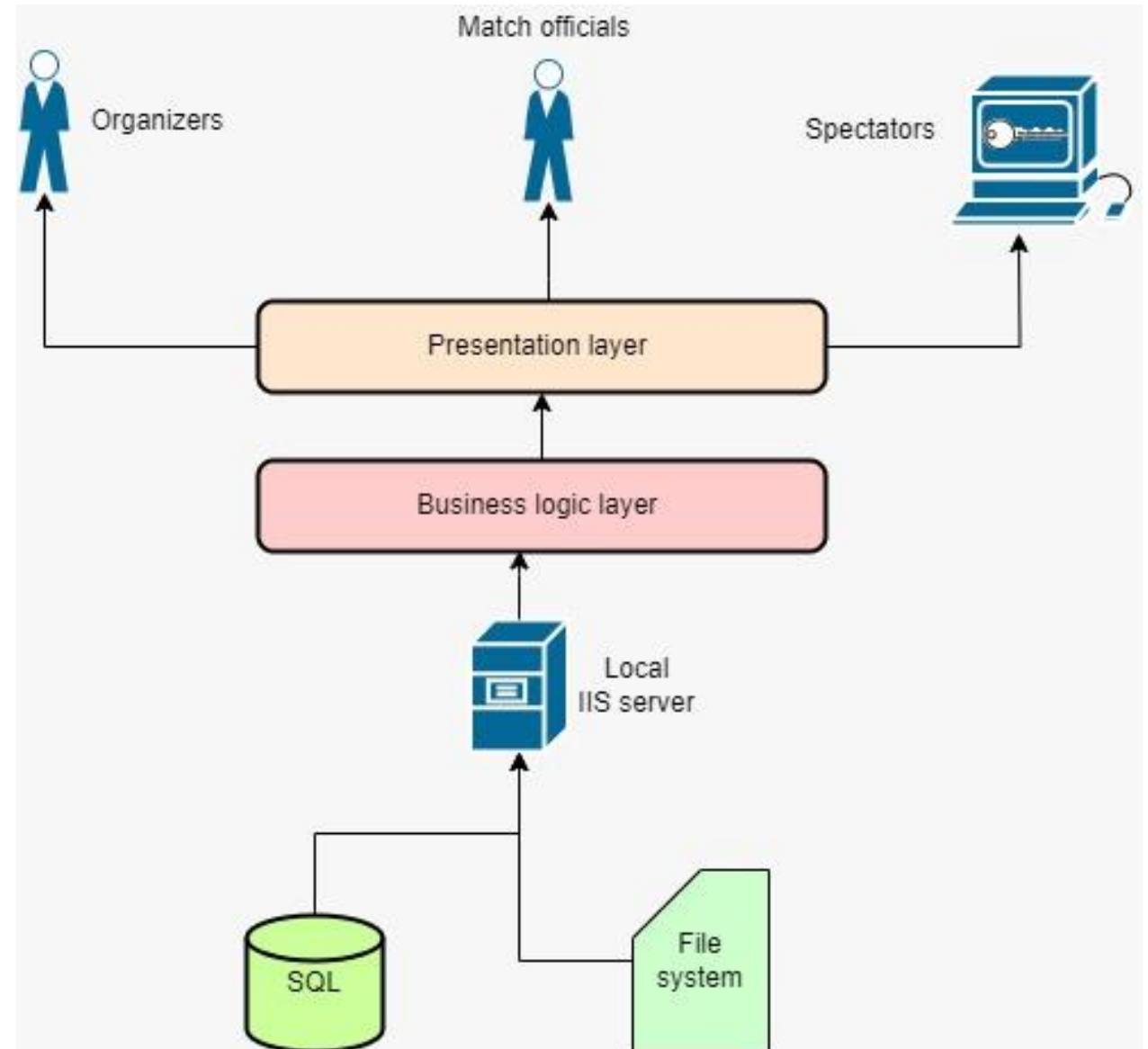
Key Considerations:

- Scalability to handle multiple sports.
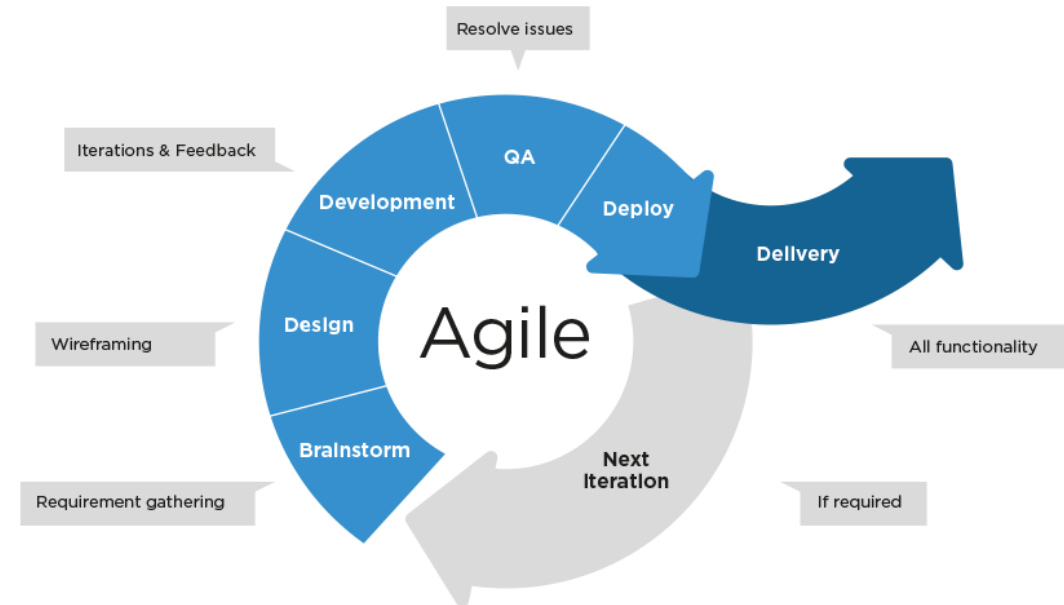- Secure user data.

Architecture

Advantages in 3 tier architecture

- Separation of Concerns
- Scalability
- Maintainability
- Flexibility
- Security

Project Management Strategy

- **Why Agile?**
  - Iterative and incremental approach ensures flexibility and adaptability to changing requirements.
  - Encourages collaboration among team members and stakeholders.
- **Sprint Planning:**
  - Development is divided into 2-week sprints.

Requirements

- **Functional requirements**
  - Managing player profile
  - Setting game rules
  - Customizing game rules
  - Recording scores for each player
  - Automatic calculations for players' score
- **Non-Functional requirements**
  - Offline-recording
  - Easy access
  - Reliability
  - Concurrent users

Project Timeline

Task	December	January	February	March	April	May	June
Requirement gathering	███						
Architecture and framework design		██					
Design/Code implementation			████	████	████		
Testing			█	█	█	███	
Deploying							██

Conclusion

- Focus on delivering industry-oriented application.

- Comprehensive and reliable scoring platform.

- Development of web and mobile applications aligned with industry standards.

- Provide high-quality, scalable and user-friendly applications.

Thank You!

Q & A